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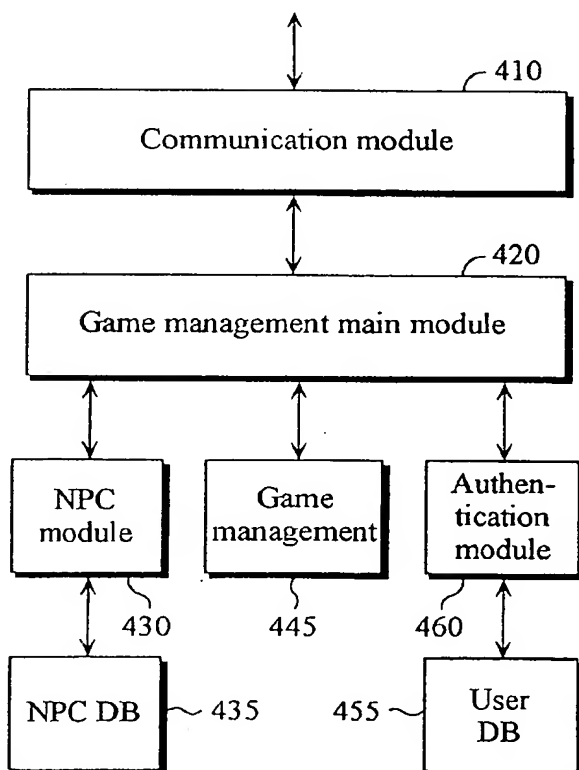
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(54) Title: METHOD AND APPARATUS FOR PROVIDING ON-LINE GAME

501a or 503a



(57) Abstract: Method and apparatus for providing on-line games, wherein multiple users can play games by each manipulating their own characters in an on-line virtual world, enables users who belong to independent servers to enjoy games together. The system for providing on-line games comprises a client portion, an on-line game server portion, which plays a central role in the on-line game and a network portion, which connects the client portion and the server portion. The game server portion comprises a general server portion and a connection server portion. The general server portion provides conventional on-line games. The connection server portion provides connection between the general servers, each of which provides an independent virtual world. Through the connection server, users can interact or enjoy matches with other users who belong to others servers.

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